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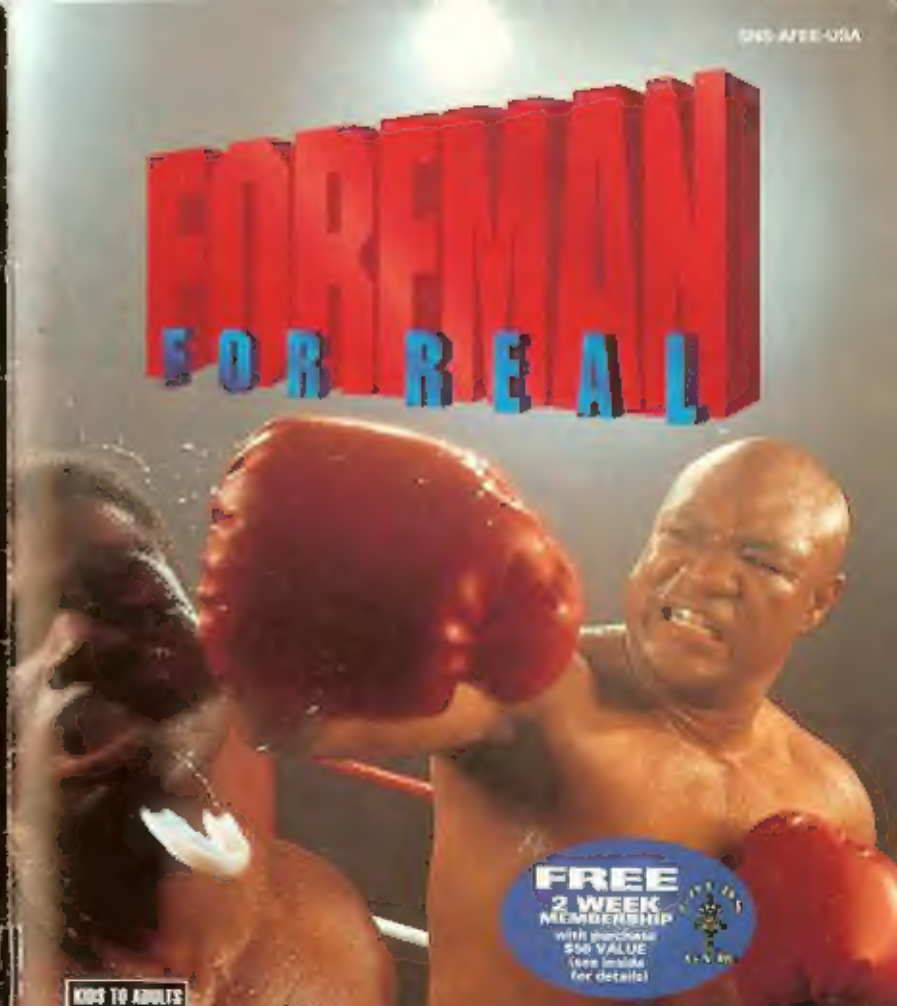

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KIDS TO ADULTS K-A AGES 6+

INSTRUCTION BOOKLET

Acclaim entertainment, inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Nintendo

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YOU'RE YOUNG. YOU'RE HUNGRY.

Not much going for you, some say, except you can handle yourself. Not afraid of anything or anyone. Let others call you no account. As you walk the lonely streets, you know that someday, some way, you're going to show them all. You know there's a hard road ahead of you: years of sacrifice and hard knocks. But you're dedicated to your dream of one day being the Heavyweight Champion of the world. And you won't stop until you wrest that championship belt from the grasp of the toughest man in the business: Big George Foreman.

You've got a lot to learn before you can hope to compete with champions, though. First, you need a trainer who believes in you, a real pro who can show you the ins and outs of the fight game. Then you'll have to train until you think you can't go on, and then train some more.

At last, you'll be ready for your first amateur bout. Sure, it's just a bottom-of-the-card slot at the State Fair, but it's your first real fight! Win this one, and you're on your way...to bigger matches, against tougher opponents. You'll learn something about stamina. About desire. About heart. And if you've got enough of all that, plus real talent and a couple of lucky breaks, one day you'll be fighting the Big Man himself: George Foreman. But for now, you've got to concentrate on the task at hand.

You're pumped up, nodding as your trainer gives you last minute tips and begins taping your hands. Today you're not just facing some big kid with a pretty good right hook, you're facing much more: your destiny!

BEFORE YOU LACE UP THE GLOVES

LOADING:

1. Make sure the power switch is OFF.

2. Insert the Foreman For Real™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual. If you'd like to play a two player game, make sure both controllers are plugged in at this time.

3. Turn the power switch ON.

When the Foreman For Real™ title screen appears, press the START BUTTON. You will then see a main menu with 4 choices: One Player, Two Player, Options and Password. To make your choices, highlight the desired option by pressing UP or DOWN on the CONTROL PAD, then press the START BUTTON.

MAIN MENU:

ONE or TWO PLAYERS

Foreman For Real™ allows up to two players to climb into the ring. In a One Player game, you box against a computer-controlled foe in any game mode. If you'd like to play a One Player game, highlight One Player, then press the START BUTTON. You will then see the game mode screen, where you can choose from the three game modes.

A Two Player game pits your boxing skills against a friend in Exhibition mode. To play a Two Player game, highlight Two Player, then press the START BUTTON. You will then be brought to the boxer selection screen.

GAME MODES

Once you press the START BUTTON, you will be brought to the Game Mode Select screen. Press UP or DOWN on the CONTROL PAD to highlight the desired mode, then press the START BUTTON to begin boxing in the selected mode. Foreman For Real™ has three exciting modes of game play:

Exhibition

In Exhibition mode, you compete to bring your boxer up to the professional level. In Exhibition play, rounds are scored on cards by judges, with a 10-point must score system. Exhibition matches do not count towards your ranking.

Career

In Career mode, you will be competing in professional matches, hoping to advance to the title match. In Career mode, your score is measured by your money- making ability. You're a professional now! Press the START BUTTON to begin setting your Game Options.

Tournament

In Tournament mode, you contend for the heavyweight crown. Up to 15 players can participate in Tournament mode. Tournament play is a knock out competition. You must defeat all the other contenders before you can challenge Big George. Go get 'em Champ!

GAME OPTIONS

Foreman For Real™ features a number of exciting ways to set game play to your individual preferences. To do so, press UP or DOWN on the CONTROL PAD to highlight OPTIONS, then press the START BUTTON. You will then see the Game Options Screen. To select any option, highlight it by pressing UP or DOWN on the CONTROL PAD.

To cycle through to the desired setting on an option, press any of the buttons (A, B, X, or Y) on the CONTROL PAD. Once you have set all your options, you're ready for the ring! Press the START BUTTON to begin boxing. Foreman For Real™ allows you to customize game play in the following areas:

Skill

--allows you to play at either Amateur (beginner), Contender (intermediate), or Professional (advanced) levels of boxing skill.

Music

--allows you to play with the Music ON or OFF.

Red Out

--this option warns you when your boxer is on his last legs. When on, the screen will pulse red to indicate that your boxer is about to go down.

Sound Effects

--allows you to play with Sound Effects ON or OFF.

Time

--allows you to play in NORMAL or QUICK three minute rounds.

View

--allows you to play with FRONT, BACK or SWITCH views. FRONT view allows you to play as the foreground boxer, facing your opponent, and watching him fall as you bring him down. BACK shows the action from the opponent's point of view, and SWITCH allows you to pound on your opponent using the FRONT view one round, and the BACK view on the next round.

Rounds

--allows you to play in 3, 6, 9, or 12 round matches.

Exit

--allows you to return to main menu to start match.

PASSWORD

Foreman For Real™ has a password feature which allows you to return to a certain spot without having to restart play from the beginning of the game. To select this feature, highlight Password at main menu and press the START BUTTON. To input a password, use the CONTROL PAD to highlight the desired letter, number, or symbol, then any BUTTON to enter a symbol. Go to DELETE if you make a mistake. When you are satisfied, select ENTER, and press the START BUTTON.

CHOOSING YOUR BOXER

Once you've chosen your mode of play, it's time to select a fighter. Foreman For Real™ features 20 boxers (including "Big" George Foreman), each with unique talents and boxing styles. To browse the available boxers, press UP or DOWN on the CONTROL PAD. To select a boxer, press the START button when the desired boxer is on screen.

Each boxer you will see has personal statistics: Name, Age, Rank, Record, and five Attributes that separate the strong from the weak: Offense, Defense, Speed, Power, and Stamina. Press RIGHT on the CONTROL PAD to see Boxer Profile, Height, Weight, Reach, and Hometown.

Each boxer has different attributes and abilities which are displayed as greater or lesser amounts (on a scale of 1 to 100, with 100 being the highest) for the following attributes:

OFFENSE

--ranks ability to inflict punishing blows on opponent.

DEFENSE

--ranks ability to block punches and in general avoid damage.

SPEED

--ranking affects both Defense and Offense because a quick boxer can more easily pull off punches and avoid punches at the same time, while being able to pepper an opponent with a dizzying barrage of blows.

POWER

--ranks how much oomph is behind that boxer's punch. A boxer with a high Power ranking will do significant damage when he lands a punch.

STAMINA

--ranks ability to effectively last through all the rounds. In many ways, this is what it's all about. A boxer with superior Stamina can often best an opponent with better Power or other attribute rankings by simply outlasting him.

HEART

--although this attribute is not displayed, Heart ranks a boxer's ability to defeat the champion. This indefinable but indispensable ingredient determines the difference between champ and chump, and indicates if you have the drive and desire to go all the way.

SELECT OPPONENT

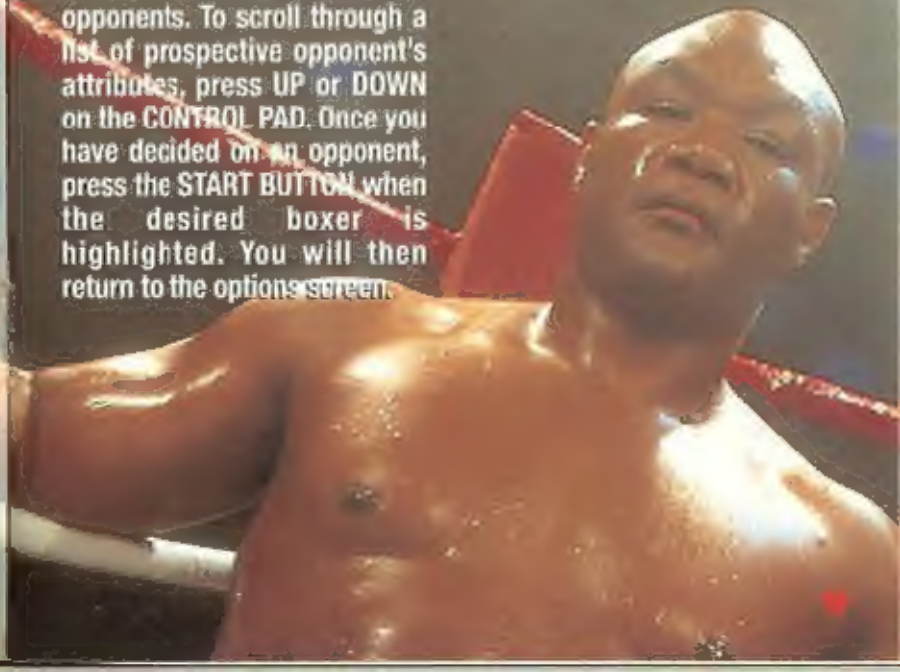
To choose your fighter's next opponent, press the START BUTTON when this option is highlighted. You will then see a list of available eligible opponents. To scroll through a list of prospective opponent's attributes, press UP or DOWN on the CONTROL PAD. Once you have decided on an opponent, press the START BUTTON when the desired boxer is highlighted. You will then return to the options screen.

ARCHETYPES

Although this is not displayed in a boxer's profile, it's up to you as a young fighter working your way to the top to figure out which of the 10 styles of boxer your opponent is modeled after:

Bull

Powerful, fast and incredibly strong, the Bull is mean and works with a straight ahead style. His weaknesses are low stamina and sometimes a glass jaw.



Counter Puncher

This type keys off his opponent's punches and has excellent speed and skill. He will punch through the opponent when his opponent throws a blow.

Knock Out Artist

A big boxer with a long reach and great upper body strength, this type of boxer relies on landing the big punch, rather than wearing his opponents down.

Pug

A pug never quits. He may not be very skilled — he certainly isn't flashy — but he trains extra hard and has more heart than almost any other two fighters combined!

Punisher

This type of fighter enjoys hurting and humiliating his opponents, taking every chance to dominate and abuse them physically and verbally.

Rock

A massive mountain of muscle, attitude, and energy who is nearly impervious to physical pain, he will shrug off injuries that would incapacitate lesser individuals.

Slugger

A brawling type of fighter who will resort to low blows and other dirty tricks, the Slugger is a tough opponent who often turns bouts into a grudge match.

Southpaw

A relative rarity in the world of boxing, a left handed boxer crosses up right handed opponents who have a hard time dealing with punches coming from unexpected quarters.

Speed Merchant

Good skills and quick hands mark the Speed Merchant, who is able to throw a flurry of combinations that often dominate an opponent.

Technician

Versatility and skill are the key attributes of the Technician. This type of boxer will analyze an opponent and exploit every weakness.

PRE-FIGHT ADVICE

In career mode, your trainer will provide pre-fight advice that will assist you in defeating your opponent and provide a hint as to which archetype your opponent is.

PAUSE OPTIONS

Fighter Status

This option allows you to see the current physical status of each boxer at any point during gameplay. Each boxer's status is displayed by color, with GREEN equal to untouched, YELLOW equal to damage or injury, and RED equal to severe damage and possible KO.

Unofficial Score

This option allows you to see estimates of how you're doing. The estimated number of punches thrown, the number that connected, probable points awarded by judges, and more.

Throw in The Towel

This option allows you to quit the current match and return to the main menu.

THE FIGHT SCREEN

Stamina Meters

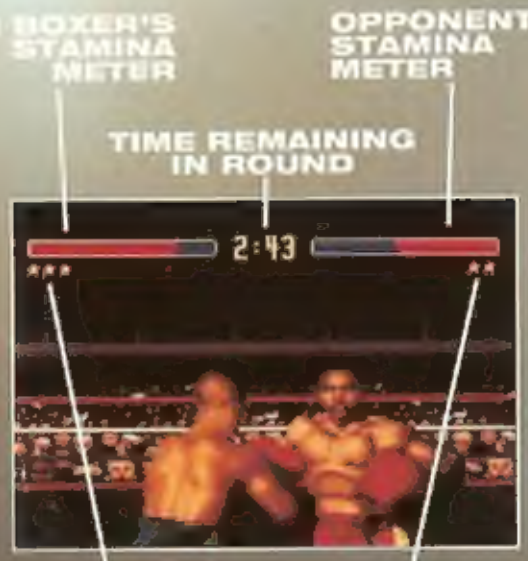
Both your boxer and your opponent's relative energy is displayed on a stamina meter which decreases as a boxer is hit and as he throws punches. When a boxer's stamina meter is empty, he can only throw jabs until his stamina is replenished enough to let him throw other punches.

Super Punches Remaining

This shows how many Super Punches remain. One additional Super Punch can be obtained by winning each round, for a maximum of three.

Time Remaining in Round

This counts down the time remaining in the round, depending on what timing setting you selected in the Time option.



QUICK REFERENCE CHART OF PUNCHES/ CONTROLS

WALK

WALK LEFT (WITHDRAWING - BACK)	CONTROL PAD LEFT
WALK RIGHT (ENGAGING - FORWARD)	CONTROL PAD RIGHT

MOVES TO THE BODY

LEFT BODY BLOW	CONTROL PAD DOWN + Y
RIGHT BODY BLOW	CONTROL PAD DOWN + A

MOVES TO THE HEAD

LEFT JAB	Y
RIGHT CROSS	A
LEFT HOOK	CONTROL PAD R + Y
RIGHT HOOK	CONTROL PAD R + A
LEFT UPPERCUT	CONTROL PAD D/R + Y
RIGHT UPPERCUT	CONTROL PAD D/R + A
LEFT OVERHAND	CONTROL PAD U/R + Y
RIGHT OVERHAND	CONTROL PAD U/R + A

ADDITIONAL MOVES

LEFT BOB	CONTROL PAD L/D + Y
RIGHT BOB	CONTROL PAD L/D + A
DUCK	CONTROL PAD D
BLOCK	CONTROL PAD U
CLINCH	L + R TRIGGERS

FINISHING MOVES

SIGNATURE PUNCH	R, R, R+ Y
COMBO	R, R, R+ A

NOTE: THESE ABOVE CONTROLS ASSUME HUMAN PLAYER IS FACING RIGHT. IF HUMAN PLAYER IS FACING LEFT, CONTROLS ARE REVERSED.

NOTES FROM THE CHAMP:

The art of boxing, "The Sweet Science", is best learned in the gym under the tutelage of a gifted trainer. But to help you understand some of the basic concepts that govern boxing and Foreman For Real™, please review the following:

STARTING OUT

George Foreman on Starting Out: "What makes a boxer? There's as many answers as there are fighters, but they all have one thing in common: determination. If you're just starting out, you've got to take any fight you can get, and learn from every punch. I'm proud of what I've accomplished in boxing, and I know there are a lot of young men just starting out who are going to go on to enjoy very satisfying careers—as salesmen, bankers and broom pushers. Boxing isn't for everybody."

TRAINING

George Foreman on Training: "You have to start out by doing a lot of aerobic exercises, like running, jumping rope, etc., even before throwing punches. Work hard."

Preparation is everything, and your determination and desire to succeed will make all the difference.

PUTTING THE OUT IN KO.

George Foreman on Putting The Out In KO: "Concentrate on multiple punches on vulnerable areas, such as the chin. Don't rely on one big punch."

COUNTER PUNCHING

George Foreman on Counter Punching: "Never try to fully avoid the impact of the punch you are countering."

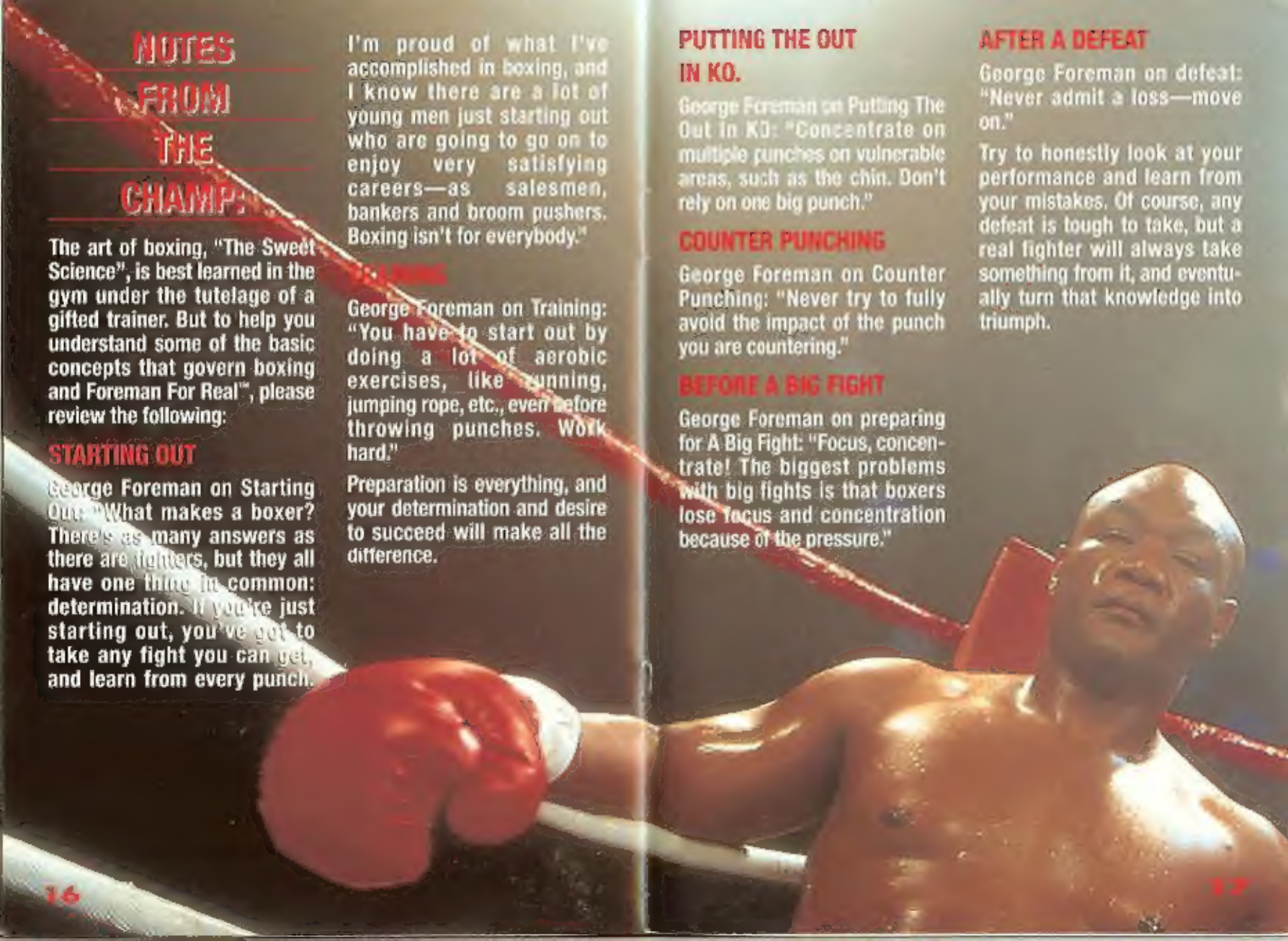
BEFORE A BIG FIGHT

George Foreman on preparing for A Big Fight: "Focus, concentrate! The biggest problems with big fights is that boxers lose focus and concentration because of the pressure."

AFTER A DEFEAT

George Foreman on defeat: "Never admit a loss—move on."

Try to honestly look at your performance and learn from your mistakes. Of course, any defeat is tough to take, but a real fighter will always take something from it, and eventually turn that knowledge into triumph.



PERSONAL INFORMATION & INTERESTING FACTS ABOUT GEORGE FOREMAN

NAME:
George Edward Foreman

BORN:
1/10/49

BIRTHPLACE:
Marshall, Texas

DAY JOB:
Husband, father, preacher at Church of the Lord Jesus Christ

RESIDENCE:
Houston, Texas

HOBBIES:
Farming, fishing, hunting, collecting antique watches

FAMILY:
Married with nine children

PROUDEST ACHIEVEMENT:
My children, my wife, and regaining the heavyweight championship

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